ELECTRONIC ARTS®
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EASN PRESENTS

BULLS vs BLAZERS

AND THE NBA® PLAYOFFS™

CHICAGO BULLS · CAVS · BLAZERS · KNICKS · UTAH JAZZ

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM™

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

At 5'0", programmer Lisa Ching (center) is a natural guard. She played a lot of street ball as a kid and, a little later, college intramural basketball. She still hasn't outgrown her position.

Before coming to EA to do a basketball game, programmer Jeff Lefferts (lower left) hadn't followed the sport much. But after getting goose pimples watching Magic sink his third 3-pointer in a row in the last seconds of the All-Star game, he's a convert.

Brent Iverson (above Jeff Lefferts) has been a programmer at EA for nearly seven years. Currently he's developing a programmable referee to work the Warriors games.

David Bunch (standing center) has been known to stay up all hours of the night practicing his three-pointers. In his spare time he works as a programmer and troubleshooter on EA's famed fourth floor.

Programmer Edwin Reich (lower right) has been developing games for six years, nearly two of them at EA. When he's not practicing his 360° Tomahawk Slam, Ed can usually be found serving smoke on the racquetball court.

Paul Vernon (above Edwin Reich), ambidextrous graphic artist, has challenged all the right-handed players in the NBA to a game of HORSE—left handed. No takers yet—lucky him.

With his ninety-eighth basketball title, Happy Keller (standing right) shone at both ends of the court, as Associate Producer and Game Designer. He plays a mean point guard in the local league, but his real passion is arguing close calls.

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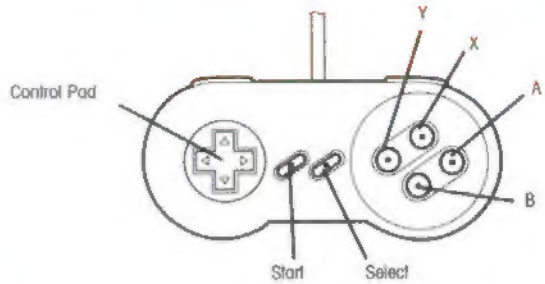
CONTROLLING THE GAME



- On offense and defense you control the man over the white star. In 2-Player Co-Op player 2 controls the player over the red star.
- Press the arrows on the Control Pad that match the direction you want your player to move.
- You CAN move your player diagonally by pressing two arrows at the same time.
- Use the action buttons as follows

SUMMARY OF COMMANDS

BEFORE PLAY

START
Moves to next screen.

Tosses jump ball.

CONTROL PAD
Up/Down cycles through options on Game Set-Up screen.

Up/Down/Left/Right cycles through teams on Team Select screen.

A
Cycles through choices within each option on Game Set-Up screen.

Chooses team from Team Select screen.

Cycles through commentator screens.

Cycles through sets of statistics on Player Statistics screen.

DURING PLAY--OFFENSE

START
Pauses the game.

CONTROL PAD
Moves player with ball (moves player over red star in 2-Player Co-Op).

A
Jump shot.

Quick press and release fakes a jump shot.

B
Passes the ball. Press **B** and Control Pad up/down/left/right to select player, then release **B** to pass.

Y
Marquee shot

DURING PLAY--DEFENSE

START
Pauses the game.

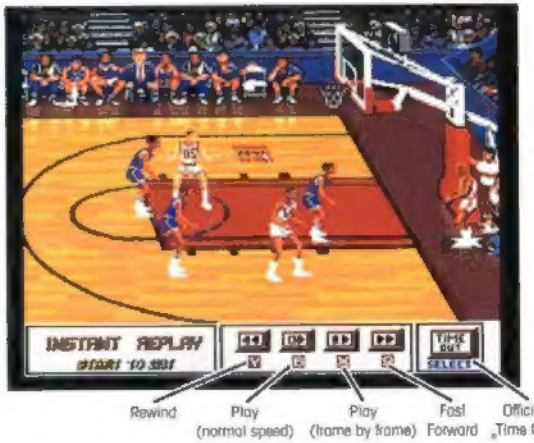
CONTROL PAD
Moves player over white star. Moves player over red star in 2-Player Co-Op.

A
Player tries to steal ball.

B
Gives you control of man closest to ball.

Y
Player jumps to block a shot

TIMEOUT--INSTANT REPLAY



START
Pauses Game

Y
Rewind

A
Fast Forward

B
Play (normal speed)

X
Play (frame by frame)—press repeatedly or hold down for slow motion

SELECT (after pressing START)
Calls official timeout, shows statistics
Lets you substitute players

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WELCOME TO THE NBA:
THE BEST BASKETBALL ON EARTH

It all started in 1891, when Dr. James Naismith nailed up a bushel basket on a gym wall. Kids with nothing better to do on a winter afternoon threw a ball at it. Every once in a while the ball went in . . . So began the game we call basketball.

There were no pros in the early days. Nobody knew about lay ups, or dribbling, or no-loo Nowll at the basket. If any one back then even dreamed about a 360° air-reverse-in-your-face-rip-the-rim-from-the-glass-shattering slam dunk, he didn't tell anybody else about it. They would have thought he was crazy.

Lucky for us, basketball has changed a lot since then. Great players came along who revolutionized the game. George Mikan's hook, Cousy's creative assists, a Russell block, an Abdul-Jabbar sky-hook, and a thundering tomahawk slam by the Doctor of Dunkology, Julius Erving, all played a part in the remarkable evolution of the sport. These guys really shook things up and helped raise the game to the level we see today. Dr. Naismith's boring school exercise has become the world's most popular indoor sport, played by the world's best athletes.

Nowhere is the game played better than in the NBA. The fierce rivalries and frantic excitement of an NBA game showcase players whose blinding speed, artistic shot-making, and awesome power constantly amaze and delight us. Each game is competitive and there's something fantastic happening almost every second. To us fans, NBA players make basketball the greatest game on the planet!

BULLS vs. BLAZERS AND THE NBA® PLAYOFFS™: THE GAME

Every year great teams from all over the country compete for the NBA Championship. Last season's finals pitted the World Champion Chicago Bulls against the Portland Trailblazers, who had reached the finals for the second time in three years. The series was as thrilling as any: Game 1 saw Michael Jordan knock down a record number of three-pointers. The Blazers defied the critics by staging dramatic comebacks in Games 2 and 4. And when in Game 6 it looked like the Blazers would take the series down to the final contest, Chicago's bench erased a 15-point Portland lead. The home crowd thundered their appreciation; and when it was all over, the Bulls emerged as victorious defenders of the NBA crown.

Bulls vs. Blazers and the NBA Playoffs pays tribute to the great Championship Series of 1992. But our game isn't just about those legendary teams. In fact, it couldn't be. The greatest teams of the era have been challenged. Today there's just too much talent for one or two teams to dominate the NBA. Now several teams legitimately claim to be the best: The Detroit Pistons have won 2 Championships in the last four years; San Antonio, New York, and Phoenix have shown that they can play in the big time; and the Golden State Warriors are maybe just a year away from greatness. We've included all these super teams in the game so you can discover who's best.

The league is full of superb players trying to win a spot in the NBA record book for their teams. Some of the stars are brash rookies with big attitudes and skills to match; others are seasoned vets who know what it takes to win in crunch time. You can take any team to the NBA playoffs and have a great shot at winning the Championship.

Bulls vs. Blazers is simply about the best basketball teams and the best players in the NBA today. Find out for yourself what Showtime means. If you're ready for the challenge and the fun, pull off your sweats, lace up your sneaks, and hit the court. . .

FIRE IT UP: HOW TO GET STARTED

Follow the steps below to start jamming with the NBA on your Super NES™.

Everyone knows that playing basketball is a lot more fun than reading about it. In fact, after you look at the numbered start-up instructions in FIRE IT UP, you can probably figure out most everything you need to play just by looking at Controlling the Game on the inside cover of this booklet. Come on, let's take it to the hoop.

1. Flip OFF the power switch on the Super NES.

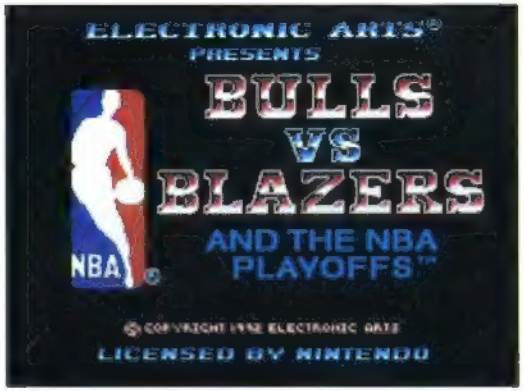
   Never insert or remove a Game Pak when the power is on. Don't risk shredding your Game Pak. Make sure a Controller is plugged into Control 1.

2. Insert Bulls vs. Blazers into the slot on the Super NES. To lock the Game Pak in place, press firmly, but don't force it. You're not trying to rip a rebound away from Piston strongman Bill Laimbeer—not yet anyway.

3. Turn ON the power switch.

   The Electronic Arts® logo will appear. If the logo doesn't appear, begin again at step 1.

4. When the Bulls vs. Blazers title screen appears, you can watch the game credits, or press START at any time.



If you watch all the credits scroll by, you can check out a sample taste of the game's look and feel. You don't need to press any buttons. A short exhibition game (just over a minute long) will give you a quick take on what the game is all about.

If you want to "pass" on the exhibition game and get to a real game right away, skip the next bit and move down to step 5.

If you want to watch the exhibition, here's what's happening after the credits:

The Super NES chooses teams from the Team Select screen, introduces the game, highlights the starting fives, and controls all player moves—dunks, steals, and in-your-face-defense. You can watch some of the greatest pros in the NBA do their thing, and get a good sense of the game's explosive action.

To move from the lineups screen to the exhibition game, press **START**.

To quit the exhibition at any time, hit any button on the Controller. This brings you back to the title screen.

If you watch the exhibition until it's over, you'll also return to the title screen.

5. Press **START** to move on to the NBA Options screen.

NAME YOUR GAME: CHOOSING GAME OPTIONS

The Game Set-Up screen is where you set up the kind of game you want to play.

Control Pad up or down to move the highlight through the list of game options. Press **A** to cycle through the choices for the selected option.

*If you want to use the game's default settings and play a game right now, you can press **START** and move on to TEAM SELECT. Read the stuff about game options another time.*

OPTIONS — **CHOICES** (DEFAULTS IN **BOLD** TYPE)

GAME TYPE — **ONE GAME**: Play a single game with any team against a friend or the Super NES.
TOURNAMENT: Enter tournament play. It's you against the Super NES. Play until you're knocked out of the Playoffs—or win it all.

PLAYER SELECT — **1 PLAYER:** Play against the Super NES.
1 Player is automatically set when you play a TOURNAMENT game.
2 PLAYER Vs.: Play against a friend. Make sure the second Controller is plugged into Control 2.
2 PLAYER CoOp: Play with a friend as teammates. Make sure the second Controller is plugged into Control 2.

PLAY OPTION — **ARCADE:** Fast-paced basketball. The players never tire, and fouls don't count.
SIMULATION: Players fatigue. In a big game you'll need to give them a rest or risk getting blown out of the building by your opponent's well-rested subs. Super NES keeps track of fouls, and your players can foul out of a game. Simulation is automatically set when you play a TOURNAMENT game.

PLAY LEVEL — **PRE-SEASON**: Early in the year the players aren't quite as quick or aggressive as they become at other levels. Referees take it easy on foul calls. Opponents don't play you chest to chest. They take fewer shots, and their shooting touch has more in common with masonry than artistry. They also steal the ball less, and get fewer rebounds. This is a good place to start practicing for your run at the NBA title.
REG-SEASON: This skill level is for intermediate players. The refs call a tight game and opponents play tough.
SHOWTIME: The stars come out, big time. Play is fully charged. The pace of the game heats up and all the players crank it up a notch. The action is fierce, and body contact has a way of

becoming body collision. The ref cuts you no slack. Opponents play as hard as their stats and bench allow. SHOWTIME is automatically set if you are playing a TOURNAMENT game.

PERIOD LENGTH — **12 MINUTES:** Choose 2, 5, or 8 minute periods. Twelve is automatically set when you play a TOURNAMENT game. The team with the highest score at the end of four periods wins. In the event of a tie, you play a five minute overtime period (Exception: If you're playing 2-minute periods, you play a 2-minute overtime). You keep playing overtimes until there's a winner.

MUSIC — **ON:** The music plays at halftime and between games. There is no music during game play.
OFF

SOUND EFFECTS — **ON:** Hear the bounce of the ball on the floor, the referee's whistle, and the excitement of the crowd.

PASSWORD — **NO**
ON: Immediately takes you to the Enter Password screen. If you've saved a password from a previous tournament you can enter your eight-character password to resume the same tournament at the last game where you left off. Just follow the directions on the Enter Password screen, or turn to **To Play Another Tournament Game** (p. 24).

When you've set the options you want and you're ready to play, press the **START** button.

WHO'S PLAYING WHOM?
TEAM MATCHUPS

During ONE GAME MODE you can match any team against another. You can even play against the same team. It doesn't matter whether you're playing against the Super NES or a friend.

*If you want to play a game right now, and learn about choosing teams later on, press **START** to choose the default teams: Blazers and Bulls.*

*This begins setting up a game between you and the Super NES. You'll control the precision passing and fast-break attack of the of Portland Trailblazers while Super NES directs the smothering defense and high flying offense of the Chicago Bulls. Press **START** again, and move on to the EA SPORTS NETWORK pre-game show.*

CHOOSING TEAMS AND PLAYING IN ONE-GAME MODE

To choose your own teams from the Team Select screen for ONE GAME MODE

Press **START** to exit the Game Set-Up screen.

Now you can see the Team Select screen.

If you're playing against the Super NES:

- Press the arrows on the Control Pad to move the yellow highlight to the logo of the team you want to control.
- Press **START** to choose your team.

  When you press **START** the Team Select for Super NES will appear on the screen.

  To select a team for the Super NES, press the arrows on the Control Pad to move the yellow highlight over the team you want the Super NES to control. Then press **START** to continue to the first EASN screen.

NOTE: In TOURNAMENT mode, the Super NES chooses its own team.

If you're playing against a friend:

- Press the arrows on the Control Pad until the logo of the team you want to control is flashing.
- Press **START** to choose your team.

  When you press **START** the Team Select screen for Player Two appears.
- Now let your friend select a team in the same way. Make sure his Controller is plugged into Control 2. He needs to move the flashing highlight using the arrows on his Control Pad. To choose a team he needs to press **START** on his Controller.

If you and a friend are playing against the Super NES (2-Player Co-Op)

Player 1: Press the arrows on the Control Pad until the logo of the team you want to control is flashing.

Press **START** to choose your team.

Then press the arrows on the Control Pad until the logo of the team you want Super NES to control is flashing.

Press **START** to choose the Super NES team.

NOTE: In 2-Player Co-Op mode, Player 1 controls each team member except the one over the red star, which Player 2 controls. When the player over the white star passes to the player over the red star, Player 2 assumes control over every player except the player over the white star.

EA SPORTS NETWORK

Our EA Sports Network announcers introduce the game and the starting lineups, up close and personal.

- When you press **START** to select the Super NES team or when your friend presses **START** to select his team, the first EA Sports Network screen will appear.

  To view the next EASN screen press **A**.

  If you want to go straight to the lineup screen, press **START**.

  To view your player's stats for the 1991-92 season, press **START**.

If you want to look at more stats press **A**. If you want to give a surprise start to one of your bench players, see **Substitutions** under **TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREEN (page 27)** to change your starting lineup.

- When you're ready to play the game, press **START**.

Both teams are waiting for the starting tip off. Home teams always wear mostly white uniforms. There is no built-in advantage for the home team.

- Press **START** to hear the referee's whistle.

When the ball goes into the air, press **Y** to direct your big man to go up and get it. You want to control the tip if you can. Remember the old saying, "you can't score without the ball."

TIP: Don't be over- anxious. Wait until you see the ball before you press **Y**.

PLAYER CONTROLS

The team with the ball is the offense; the other team is the defense.

OFFENSE

You always control the man with the ball. He's over the white star. If you're playing with a friend in 2-Player Co-Op, Player 2 controls the man over the red star.

MOVING AND DRIBBLING

Press the arrow on the Control Pad that matches the direction you want your player to move. He'll move and dribble as long as you hold down the arrow. When you let up on the Control Pad arrow he stops moving, but he'll keep dribbling in place.

If a defensive man is really up in your face, you can press **A** quickly BEFORE you start dribbling to get that man off his feet. Maybe then your guy can dribble around him (see **Shooting** on p.17 for more information on faking a shot).

When your man wants to pass the ball to another player, fake a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, *he can't dribble again*, or the ref will call traveling (see **FOULS, TURNOVERS AND VIOLATIONS on p.26**).

PASSING

To pass the ball to another player, press **B**. This automatically passes the ball to the player who is both closest to and facing the passer. When he catches the pass, he gets the white star. Now you're controlling him.

- To pass to a particular player, hold down **B** and Control Pad to move the black star under that player. If that man is facing you and ready to receive the pass, the ball will go to him when you release **B**, even though there may be another teammate who is closer.

SHOOTING

Press the **A** button to shoot.

How well your player shoots the ball depends on three things:

1. His statistical record.

   Guys with high shooting percentages make more baskets than guys with low shooting percentages. It's as simple as that. See also TEAM AND PLAYER CHARACTERISTICS and TIME OUTS, SUBSTITUTIONS, AND STATISTICS. If you need some points quickly, get some guys on the floor who can shoot the rock.

2. How closely he is being guarded.

   Try to shake off the guy who's guarding the shooter. It's tough to hit the bottom of the net when he's up in your man's face. The more open your guy, the better his chances of burying the shot.

3. When you release the **A** button.

   Release the button at the right moment. There are two different "touches" on the button.

   a. For a standard shot, press **A**, and release the button when your player is at the top of his jump.

   b. To fake the defensive player up in the air, hit **A** quickly. When the defensive man rises, press **A** again to get off the shot.

MARQUEE SHOTS

One player on each team exhibits a signature move, a trademark dunk or layup, he'll hit from a certain spot on the court. Marquee shots are difficult to perform and are most likely to occur in and around the lane.

Glenn Rice	#41	Heat	360° Slam
David Robinson	#50	Spurs	Windmill Slam
	#50	West All-Stars	
Danny Manning	#5	Clippers	Double-Pump Jam
Isiah Thomas	#11	Pistons	Spinning 360 Lay-Up
	#11	East All-Stars	
Chuck Person	#45	Pacers	Ally-Oop Slam
Earvin Johnson	#32	West All Stars	Fake No Look Pass/Lay-Up
Michael Jordan	#23	Bulls	"Air" Reverse
	#23	East All Stars	
Larry Bird	#33	Celtics	Fade Away Jump Shot
	#33	East All Stars	
Clyde Drexler	#22	Trail Blazers	Gliding Tomahawk Dunk
	#22	West All Stars	
Tim Hardaway	#10	Warriors	UTEP 2-Step
	#10	West All Stars	
Brad Daugherty	#43	Cavaliers	Monster Dunk
	#43	East All Stars	
Charles Barkley	#34	East All Stars	Monster Dunk
Karl Malone	#32	Jazz	"In Your Face" Jam
	#13	West All Stars	
Kevin Johnson	#7	Suns	Fake No Look Pass/Lay-up
	#7	West All Stars	
Derrick Coleman	#44	Nets	Windmill Finger Roll
Shawn Kemp	#40	Supersonics	Off-the-Glass Jam
Patrick Ewing	#33	Knicks	Bounce Ball Slam
	#3	East All Stars	
Vlade Divac	#12	Lakers	Fake Drive 2-Hand Slam
Tom Chambers	#24	Suns	Fake Drive 2-Hand Slam

Once you tell a player to shoot, he decides how to complete the shot. The game statistically determines what the player's best percentage shot is, checks out how closely he's being guarded, and then tells him to execute. Say a player is a few feet out from the basket. Robinson might hook, Larry might take a short jumper, Jordan might go for the slam, and Isiah might finger-roll it in.

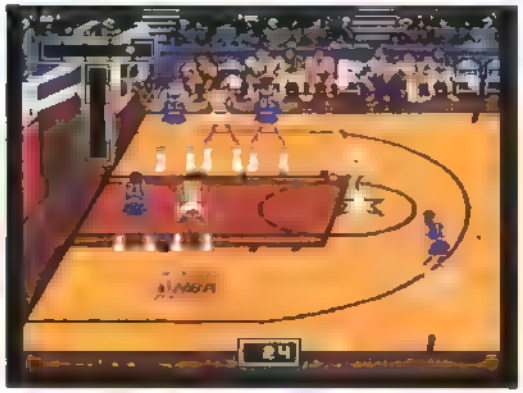
NOTE: To Alley-oop, have one of your guards take the ball out to the three point area. When one of your big men moves under the hoop, press **A** to shoot the rock. Your big man will intercept the shot and slam it home, just like the pros! (The Super NES determines if the players are in the right position to execute the Alley-oop.)

Shot-Clock

In the NBA you have twenty four seconds from the time you take the ball out of bounds to get off a shot at your basket. If you don't shoot within 24 seconds, the referee calls a 24 shot clock violation and the other team gets possession of the ball.

The shot-clock that keeps track of how many seconds you have left to shoot, appears at the bottom center of the screen.

FREE THROWS



No defender trying to shove the ball back into your face, no running or jumping. Just you, the hoop and the ball. But who says they're free? ***Bulls vs. Blazers*** features a free throw gauge which lets you "aim" your shot just like the pros.

A "T bar" appears on the screen with your player at the line. A basketball moves back and forth along the horizontal bar. This bar controls the left/right aim of the shot. When the ball moves through the white zone, press **Y** or **A** to stop it. Then a ball begins to move back and forth in the vertical bar. The ball in the vertical bar controls the distance, the long/short of the shot. When the ball moves through the white zone, press **Y** or **A** to stop it.

Try to stop the ball as close to the center of the white zone as possible. The closer to the center the ball stops, the more accurate your free throw.

When both balls have stopped in their bars, the player shoots the ball.

Offensive Tips
Get your big men the ball in the paint so they can shoot from close range. The air gets thin for most of these big guys when they get beyond the free-throw line.

Move the ball quickly. That means, catch and dribble drive, dish a pass or catch and shoot. Use your speed.

DEFENSE

You control the defensive man over the white star. If you're playing with a friend in 2-Player Co-Op, Player 2 controls the man over the red star.

When you change players on defense, you'll switch to the man who's closest to the player with the ball.

- Press the **B** button to take control of the defensive man closest to the ball. If you're already guarding the player with the ball, additional presses of **B** will cycle through the other defensive players.

Move the defender you're controlling with the **Control Pad**. Remember, you control him. He'll only follow the action with his eyes unless you help him.

Just as you control shooting on offense, you can send a defender to double-team the ball or get in position to block out for a rebound if you want.

When your defensive man is guarding the guy with the ball, you can try to steal it from him or block his shot.

- Press **A** to try to "rip" the ball from an opponent.

  You have to be close to the man with the ball to pull off a steal, but don't be too aggressive. The refs watch closely for "reaching in." In SIMULATION mode if you foul out, you'll have to spend the rest of the game riding the pine.

- Press **Y** to try to block a shot.

  Your man has the best chance of blocking a shot if he is directly in front of and facing the shooter. In fact, get right up in his face. To block the shot, press **Y** as the offensive player rises to shoot.

ENTERING THE PLAYOFF TOURNAMENT

Choose a team from either Conference and try to take them all the way to the NBA championship. Remember: In tournament play it's you against the Super NES.

- Select TOURNAMENT under GAME MODE on the GAME SET-UP screen by pressing **A**.

  This automatically sets the other options to 1 PLAYER, SIMULATION, and SHOWTIME. You can still choose the PERIOD LENGTH.

- Press **START** to continue.

- Press the arrows on the Control Pad to move the blinking white highlight to the logo of the team you want to take into the Playoffs.

- Press **A** to choose your team.

  The NBA Championship Playoff tree shows the playoff matchups for the whole tournament. These matchups only change when you enter a new tournament.

- You can use the arrows on the Control Pad to scroll through the Tournament tree.

  Your team logo is blinking. The team you're playing against is connected to your team by a bracket. Your team is the home team for the first playoff game. Home teams always wear mostly white uniforms. There is no built-in advantage for the home team.

- Press **START** to continue.

  The EA Sports Network guys will introduce the game and the starting lineups. Press **A** to advance to the next screen.

- Press **START** to continue.

  The Stats screen will appear just like in a single game. You can make player substitutions if you want to.

- Press **START** to move to the tip-off.

  Tournament play works just like single game play.

STUFF YOU'LL WANT TO KNOW ABOUT THE GAME

End of Each Period

At the end of each period during a game the Stats screen appears, which lets you make substitutions and check out the current foul situation (see **Timeouts, Substitutions and The Stats Screens** on page 27 for details on this screen).

At Halftime

During halftime the EA Sports Network guys report scores of other games going on in the league. They send you back to the Stats screen so you can check team performance and make any substitutions you want.

If you want to go directly to the Stats screens, press **START** while the announcers are talking.

From the Stats screen press **START** to return to the second half of your game.

End of the Game

At the end of a single game (ONE GAME MODE) the final score appears on the End of Game screen. If you want to play some more, press **START** to return to the Game Select screen.

At the end of a TOURNAMENT game, the final score appears on the End of Game screen.

- Press **START** to see the final stats.

- Press **START**

  Super NES shows your personal 8-character playoff PASSWORD. If you want Super NES to remember the current state of the playoff Tournament, you've got to remember this password. Write it down now on a piece of paper. This way you can pick up playing a tournament in progress at a later time.

- Press **START**

  This brings up the Playoff Tree. It shows the current Win-Loss record for each team.

TO PLAY ANOTHER TOURNAMENT GAME

If you want to play another playoff game in the same round right away, press **START**, again. The EA announcers will introduce the game.

Remember, after a game is over, you *can* stop playing in the middle of a tournament. Super NES will remember the results of the playoffs so far—if you remember your password.

- To resume playing a tournament, choose TOURNAMENT from the Game Select screen. At the PASSWORD option, press **A**.

- Use the arrows on the Control Pad to move the yellow highlight to the first character of your password. Press **A** to select that character. Choose the next seven characters of your password in the same way.

- When all eight characters of your password are entered, press **START** to go to the Game Set-Up screen. When you finish choosing the options, Press **START** to go to the Playoff Tree. Press **START** again to resume the playoffs.

End of the Round

If you lose the round, you're taken out of the tournament and returned to the Game Select screen so you can try again. The quarter and semi-final rounds are best of five-games series, and final round of the NBA Championship is best of seven games.

You'll see when a round is completed on the Playoff Tree. Press **START** to start playing in the next round against your new competitor.

If you make it through the final round, your team name will appear in the World Champion screen along with the trophy. After receiving high fives from your friends and neighbors, and gloating for an appropriate period of time, press **START** or Reset to play again.

FOULS, VIOLATIONS AND TURNOVERS

Fouls

An offensive player gets to take free throws if:

- On the 5th team foul he's fouled when the defensive player reaches in (2 free throws)
- He's fouled in the act of shooting, and the shot misses (2 free throws)
- He's fouled in the act of shooting, and the shot goes in (1 free throw)

For more information on free throws turn to **Free Throws** on p 19

Violations and Turnovers

The offense turns the ball over to the other team when the ref calls any of the following violations

- Traveling When your man wants to pass the ball to another player, take a shot, or shoot the ball at the basket, he stops dribbling Once he stops, he can't dribble again or the refs will call traveling. You can't move him with the Control Pad If you do it's double-dribble and he gets called for traveling.
- Charging (offensive foul) You can't run into a defensive player who's set
- 24 second shot clock violation. From the moment you inbound the ball you have 24 seconds to get off a shot You must shoot the ball to reset the clock The 24 second shot clock is in the bottom middle of the screen
- 10 second backcourt violation. You can't stay in the backcourt killing time You must advance the ball to the defense's half of the court within 10 seconds

- Backcourt violation Once you advance the ball over the half-court line into the defense's territory, you can't cross back over the halfcourt line into your territory.
- 5 second inbound violation You have 5 seconds to get the ball into play.
- Out of bounds When the ball or the player with the ball leaves the boundaries of the court, the ref calls "Out of Bounds."

TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS

Time Outs and Pausing the Game

When your guys need a rest or if they're in danger of getting blown out of the gym by the other team press **START** This pauses the game and lets you catch your breath If your team has the ball, and you think you need to call a real time out to regroup or make a substitution

- To call an official Time Out press **START** then press **SELECT** You must be in possession of the ball to call a time out

Each team gets five time outs per half Unused time outs from the first half don't carry over to the second half

Substitutions

When you call a time out or select SUBSTITUTION, the PLAYER STATISTICS screen appears You can make substitutions from here

- To make a substitution, Press **SELECT** when a foul has been called on the court

POS	Position. C is Center, G is Guard, and F is Forward.
NO	Jersey number
HT	Height
FOULS	A player with 6 personal fouls is disqualified from the current game. Offensive fouls (charging for example), are included in this total of six
HE	Health. In SIMULATION mode only, Fatigue affects player performance. Players with 4 rating are at full strength. As the player fatigues, the number decreases. When a player's fatigue rating drops to 2, he becomes noticeably slower, loses height from his vertical leap, and his shooting accuracy decreases

You'll notice that the Player Stats and Substitution screen is divided into two parts. The top five players (starters) on your team roster are currently playing, the other seven guys (subs) are on the bench.

To substitute, use the up/down arrows of the Control Pad to select the starter you want to replace. His name is highlighted in blue. Use the right/left arrows on the Control Pad to move through the players on the bench. His name is highlighted in orange. When the guy you want to substitute into the starting lineup is highlighted, press **B**. Notice how the highlighted starter and the player on the bench swap places when you press **B**.

Players can be substituted at any position you want them to play. For example, you could play with 5 forwards if you want.

Statistics

The four other Stats screens are YEAR STATISTICS —OFFENSE, YEAR STATISTICS—DEFENSE, GAME STATISTICS I and GAME STATISTICS II. Press **A** to cycle through these screens.

YEAR STATISTICS—OFFENSE

This shows the team's offensive stats for the 1991-1992 season. These figures never change. The abbreviations used are:

FG%	Field goal percentage. The number of shots made divided by the total number of shots attempted
FT%	Free throw percentage. The number of free throws made divided by the number of free throws attempted
PPG	Average points per game
AST	Assists, which are passes to a teammate that lead directly to a basket

YEAR STATISTICS—DEFENSE

This shows the team's defensive stats for the 1991-1992 season. These figures never change. The abbreviations used are:

POS	Position
PF	Personal fouls
BK	Blocks
STL	Steals
RBD	Rebounds

GAME STATISTICS I & II

This shows the teams stats for the game being played.

FGA	Field goals attempted
FG	Field goals made
FTA	Free throws attempted

FT	Free throws made
PT	Point total
RB	Rebounds
FG%	Field goal percentage The number of field goals made divided by the total number of field goals attempted
FT%	Free throw percentage The number of free throws made divided by the total number of free throws attempted.
3P%	Three point percentage The number of three point shots made divided by the total number of three point shots attempted

When you're ready to return to the game, press **START**

TEAM AND PLAYER CHARACTERISTICS

Your players are modeled after their real NBA namesakes using their stats from the 1991-1992 season Game play is designed to be real If you try to make Dennis Rodman into a 3-point threat or Tom Chambers into a point guard, you're in for a long night of losing Try to turn the Celtics into a fastbreak team, and you may wind up turning the ball over more often Try making the Warriors play a half court game and you'll stunt their explosive scoring potential Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

APPENDIX: NBA FACTS

This appendix contains a complete listing of all the playoff rosters in ***Bulls vs. Blazers and the NBA Playoffs***

WESTERN CONFERENCE PLAYOFF ROSTERS

*Denotes starters

LOS ANGELES LAKERS

F	6	Chucky Brown	6-8	214
F-C	41	Elden Campbell	6-11	215
C	12	*Vlade Divac	7-1	248
F	45	*A.C. Green	6-9	224
F-C	54	Jack Haley	6-10	250
F-C	14	*Sam Perkins	6-9	257
F	43	Cliff Robinson	6-9	240
G	4	*Byron Scott	6-4	193
G	34	Tony Smith	6-4	295
G	2	Rory Sparrow	6-2	175
F-G	20	Terry Teagle	6-5	195
G	3	*Sedale Threatt	6-2	185

LOS ANGELES CLIPPERS

C	53	James Edwards	7-1	252
C-F	22	LeRon Ellis	6 10	240
G	23	*Gary Grant	6-3	195
G	4	*Ron Harper	6-6	198
G	30	Bo Kimble	6-4	190
F	5	*Danny Manning	6-10	234
F	3	Ken Norman	6-8	223
C	0	*Olden Polynice	7-0	250
G	25	Glenn Rivers	6-4	185
C-F	54	Charles Smith	6-10	244
F	35	*Loy Vaught	6-9	240
G	21	Danny Young	6-4	175

PHOENIX SUNS

G	16	Steve Burtt	6-2	195
F	23	Cedric Ceballos	6-6	210
F	24	*Tom Chambers	6-10	230
G	14	*Jeff Hornacek	6-4	190
G	7	*Kevin Johnson	6-1	190
C	28	*Andrew Lang	6-11	250
G-F	9	Dan Majerle	6-6	220
F	0	Jerrod Mustaf	6-10	245
F	45	Ed Nealy	6-7	240
F	34	*Tim Perry	6-9	220
F	31	Kurt Rambis	6-8	213
C	41	Mark West	6-10	246

PORTLAND TRAILBLAZERS

F	31	Alaa Abdelnaby	6-10	240
G	9	Danny Ainge	6-5	185
F	2	Mark Bryant	6-9	245
C	42	Wayne Cooper	6-10	220
G	22	*Clyde Drexler	6-7	215
C	0	*Kevin Duckworth	7-2	270
F	25	*Jerome Kersey	6-7	222
G	14	Robert Pack	6-2	180
G	30	*Terry Porter	6-3	195
F	3	Cliff Robinson	6-10	225
G	8	Ennis Whatley	6-3	180
F	52	*Buck Williams	6-8	225

SAN ANTONIO SPURS

F	35	Antoine Carr	6-9	265
C	30	Thomas Copa	6-10	275
F	34	*Terry Cummings	6-9	235
F	32	*Sean Elliott	6-8	205
F	21	Sidney Green	6-9	230
G	16	*Vinnie Johnson	6-2	200
G-F	8	Paul Pressey	6-5	203
C	50	*David Robinson	7-1	235
F	5	Donald Royal	6-8	210
G	1	*Rod Strickland	6-3	175
G	23	Greg Sutton	6-2	170
G	6	Trent Tucker	6-5	193

GOLDEN STATE WARRIORS

F-C	52	Victor Alexander	6-9	285
G	4	Vincent Askew	6-6	226
G	20	*Mario Elie	6-5	210
F	25	Chris Gatling	6-10	220
G	10	*Tim Hardaway	6-0	175
F	22	Rod Higgins	6-7	205
C-F	32	*Tyrone Hill	6-9	243
C-F	53	Alton Lister	7-0	240
G	13	Sarunas Marciulionis	6-5	200
F	17	*Chris Mullin	6-7	215
F-G	30	*Billy Owens	6-9	225
F	34	Tom Tolbert	6-7	240

SEATTLE SUPERSONICS

G	11	Dana Barros	5-11	163
C	00	*Benoit Benjamin	7-0	260
F	21	Tony Brown	6-6	195
F	44	*Michael Cage	6-9	245
F	24	Marty Conlon	6-10	224
F	8	Eddie Johnson	6-7	215
F	40	*Shawn Kemp	6-10	240
C	25	Rich King	7-2	265
F	31	Derrick McKey	6-10	210
G	10	Nate McMillan	6-5	197
G	20	*Gary Payton	6-4	190
G	22	*Ricky Pierce	6-4	190

UTAH JAZZ

F	21	David Benoit	6-8	225
F	40	Mike Brown	6-10	260
F	23	Tyrone Corbin	6-6	222
G-F	15	Corey Crowder	6-5	214
C	53	*Mark Eaton	7-4	290
F	30	*Theodore Edwards	6-5	200
G	24	*Jeff Malone	6-4	205
F	32	*Karl Malone	6-9	256
G	14	Eric Murdock	6-1	190
G	11	Delaney Rudd	6-2	195
G	12	*John Stockton	6-1	175
C-F	33	Bob Thornton	6-10	225

EASTERN CONFERENCE PLAYOFF ROSTERS

*Denotes starters

CHICAGO BULLS

G	10	B. J. Armstrong	6-2	175
C	24	*Bill Cartwright	7-1	245
F	54	*Horace Grant	6-10	220
G	20	Bobby Hansen	6-6	195
G	14	Craig Hodges	6-2	190
F	23	*Michael Jordan	6-6	195
F	21	Stacey King	6-11	232
F	53	Cliff Levingston	6-8	230
G	5	*John Paxson	6-2	185
C	32	Will Perdue	7-0	240
F	33	*Scottie Pippen	6-7	210
C	42	Scott Williams	6-10	230

CLEVELAND CAVALIERS

G	10	John Battle	6-2	190
G	11	Terrell Brandon	6-0	180
C	43	*Brad Daugherty	7-0	263
G-F	3	*Craig Ehlo	6-7	205
F	35	Danny Ferry	6-10	245
F	32	Henry James	6-8	220
G	4	Steve Kerr	6-3	180
F-C	22	*Larry Nance	6-10	235
G	14	Bobby Phills	6-5	217
G	25	*Mark Price	6-0	178
F	33	*Mike Sanders	6-6	215
F-C	18	John Williams	6-11	245

DETROIT PISTONS

F	23	Mark Aguirre	6-6	232
C	0	William Bedford	7-1	235
G	32	Lance Blanks	6-4	195
G	4	*Joe Dumars	6-3	195
F	40	*Bill Laimbeer	6-11	260
F	30	Bob McCann	6-7	248
F	10	*Dennis Rodman	6-8	210
F	22	John Salley	6-11	231
F	2	Brad Sellers	7-0	227
G	11	*Isiah Thomas	6-1	182
G	5	Darrell Walker	6-4	180
F	6	*Orlando Woolridge	6-9	215

BOSTON CELTICS

G	5	*John Bagley	6-0	205
F	33	*Larry Bird	6-9	220
G	7	Dee Brown	6-1	161
G	20	Sherman Douglas	6-1	180
G-F	44	Rick Fox	6-7	231
G	34	*Kevin Gamble	6-5	215
C	53	Joe Kleine	7-0	271
F	35	*Reggie Lewis	6-7	195
F	32	Kevin McHale	6-10	225
C	00	*Robert Parish	7-0	230
F	54	Ed Pinckney	6-9	215
C	11	Stojko Vrankovic	7-2	260

MIAMI HEAT

G-F	2	Keith Askins	6-8	205
G	12	*Vernell Coles	6-2	182
G	21	Kevin Edwards	6-3	197
F-C	33	Alec Kessler	6-11	241
F	43	*Grant Long	6-9	230
G	23	John Morton	6-3	195
C	53	Alan Ogg	7-2	245
F	41	*Glen Rice	6-8	220
C	4	*Rony Seikaly	6-11	252
G	22	Brian Shaw	6-6	190
G	3	*Steve Smith	6-8	202
G	20	Jon Sundvold	6-2	175

INDIANA PACERS

F	32	Dale Davis	6-11	230
C	54	Greg Dreiling	7-1	250
G	10	Vern Fleming	6-5	185
G	23	Sean Green	6-5	210
G-F	20	George McCloud	6-8	215
G	31	*Reggie Miller	6-7	185
F	45	*Chuck Person	6-8	225
F	11	Detlef Schrempf	6-10	230
C	24	*Rik Smits	7-4	265
F-C	41	*LaSalle Thompson	6-10	260
F	44	Ken Williams	6-9	205
G	4	*Micheal Williams	6-2	175

NEW YORK KNICKS

G	2	Greg Anthony	6-2	185
C	35	James Donaldson	7-2	278
C	33	*Patrick Ewing	7-0	240
G	13	*Mark Jackson	6-3	205
F	14	Anthony Mason	6-7	250
C	40	Tim McCormick	7-0	240
F	32	*Xavier McDaniel	6-8	205
F	34	*Charles Oakley	6-9	245
G	3	John Starks	6-5	180
F	55	Kiki Vandeweghe	6-8	220
G	21	*Gerald Wilkins	6-6	195
G-F	20	Kennard Winchester	6-5	212

NEW JERSEY NETS

F-G	21	Rafael Addison	6-7	226
G	7	Kenny Anderson	6-1	168
G	10	*Mookie Blaylock	6-1	185
C	31	*Sam Bowie	7-1	240
F	44	*Derrick Coleman	6-10	230
C	22	Chris Dudley	6-11	240
C	54	Dave Feitl	7-0	250
G	12	Tate George	6-5	190
G	20	Doug Lee	6-6	200
F	5	Terry Mills	6-10	230
F	34	*Chris Morris	6-8	210
G	3	*Drazen Petrovic	6-5	195

1992 EASTERN CONFERENCE ALL-STARS

F	34	*Charles Barkley	6-6	263	Philadelphia 76ers
F	33	*Larry Bird	6-9	220	Boston Celtics
C	43	Brad Daugherty	7-0	263	Cleveland Cavaliers
G	4	Joe Dumars	6-3	190	Detroit Pistons
C	3	*Patrick Ewing	7-0	240	New York Knicks
G	23	*Michael Jordan	6-6	198	Chicago Bulls
G	11	*Isiah Thomas	6-1	185	Detroit Pistons
F	30	Scottie Pippen	6-7	210	Chicago Bulls
F	35	Reggie Lewis	6-7	195	Boston Celtics
F	42	Kevin Willis	7-0	205	Atlanta Hawks
G	25	Mark Price	6-0	178	Cleveland Cavaliers
F	10	Dennis Rodman	6-8	210	Detroit Pistons

1992 WESTERN CONFERENCE ALL-STARS

G	22	*Clyde Drexler	6-7	215	Portland Trailblazers
G	10	Tim Hardaway	6-0	175	Golden State Warriors
G	14	Jeff Hornacek	6-4	190	Phoenix Suns
F	42	James Worthy	6-9	185	LA Lakers
G	7	Kevin Johnson	6-1	188	Phoenix Suns
G	32	*Magic Johnson	6-9	220	Los Angeles Lakers
G	9	Dan Majerle	6-6	220	Phoenix Suns
F	13	*Karl Malone	6-9	256	Utah Jazz
F	17	*Chris Mullin	6-7	215	Golden State Warriors
C	50	*David Robinson	7-1	235	San Antonio Spurs
G	12	John Stockton	6-1	175	Utah Jazz
C	55	Dikembe Mutombo	7-2	210	Denver Nuggets

NBA TEAMS

WESTERN CONFERENCE

Pacific Division

Golden State Warriors
Los Angeles Clippers
Los Angeles Lakers
Phoenix Suns
Portland Trailblazers
Sacramento Kings
Seattle Supersonics

Midwest Division

Charlotte Hornets
Dallas Mavericks
Denver Nuggets
Houston Rockets
Minnesota Timberwolves
San Antonio Spurs
Utah Jazz

EASTERN CONFERENCE

Atlantic Division

Boston Celtics
Miami Heat
New Jersey Nets
New York Knicks
Philadelphia 76ers
Washington Bullets

Central Division

Atlanta Hawks
Chicago Bulls
Cleveland Cavaliers
Detroit Pistons
Indiana Pacers
Milwaukee Bucks
Orlando Magic

SELECTED FOR MOST ALL-STAR GAMES

Player	Games
Kareem Abdul-Jabbar	18
Jerry West	12
Will Chamberlain	13
Bob Cousy	13
John Havlicek	13
Elvin Hayes	12
Oscar Robertson	12
Bill Russell	12

RECENT PLAYOFF FINALS MOST VALUABLE PLAYER (MVP)

Year	Player/Team
1992	Michael Jordan, Chicago
1991	Michael Jordan, Chicago
1990	Isiah Thomas, Detroit
1989	Joe Dumars, Detroit
1988	James Worthy, Los Angeles Lakers
1987	Magic Johnson, Los Angeles Lakers
1986	Larry Bird, Boston
1985	Kareem Abdul-Jabbar, Los Angeles Lakers
1984	Larry Bird, Boston
1983	Moses Malone, Philadelphia
1982	Magic Johnson, Los Angeles Lakers
1981	Cedric Maxwell, Boston
1980	Magic Johnson, Los Angeles Lakers

RECENT NBA CHAMPIONS

Year	Champion
1992	Chicago 4, Portland 2
1991	Chicago 4, LA Lakers 1
1990	Detroit 4, Portland 1
1989	Detroit 4, LA Lakers 0
1988	LA Lakers 4, Detroit 3
1987	LA Lakers 4, Boston 2
1986	Boston 4, Houston 2
1985	LA Lakers 4, Boston 2
1984	Boston 4, LA Lakers 3
1983	Philadelphia 4, LA Lakers 0
1982	LA Lakers 4, Philadelphia 2
1981	Boston 4, Houston 2
1980	LA Lakers 4, Philadelphia 2

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Technical Direction: Edwin Reich
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Additional Design: Happy Keller
Assistant Producer: Gerald McLane
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